COSPLAY GUIDE

ROOKIE

One of the coolest elements of video games is the unique way they can make you feel like you’ve truly immersed inside your favorite universe or franchise. From Spartans and Spectres to Gears and Grey Wardens, it can be exhilarating to step inside the experience to truly become your favorite character.

For some fans though, their passion for truly becoming part of the universe is on an entirely different level.

Halo has been incredibly blessed to have such a massive and engaged cosplay community, with dedicated members all over the world pouring their heart, soul, and skills into bringing the universe to life. We’re always impressed by the lengths that cosplay creatives will go to in order to lend a helping hand to others. Whether it’s assisting someone on their first build, bringing extra foam and Velcro to share at an event, or making an appearance at a moment’s notice to support a good cause, cosplayers are very often at the forefront of what it means to truly be a community.

Guides like these are one way we would like to continue our own involvement in these endeavors—compiled by dedicated 343 team members from across the studio eager to help provide some additional assistance to fans through official assets, reference shots, material guides, turnarounds, contextual information, stats, details, and more. We hope you enjoy this particular contribution to your own creative process, and we can’t wait to see what you make next.

- 343 Industries
The purpose of this guide is to inform cosplay fans, and not intended for use of recreating content with the intent to sell.
# Table of Contents

**Documentation**

LEGAL ........................................ P. 1

**Character Information**

BIO .................................................. P. 3

**Colors and Materials**

MATERIAL/COLOR GUIDE ...................... P. 4-5

**The Rookie**

TURNDOWN ........................................ P. 6-18

**The Rookie**

HELMET ............................................. P. 19-23

**The Rookie**

EQUIPMENT ...................................... P. 24-57

**Tools of the Trade**

WEAPONS .................................... P. 58-67

**Art**

DECALS ........................................... P. 68-71

**In-Game Content**

SCREENSHOTS ................................. P. 72

**343 Information**

CONTACT US ................................. P. 73
Born on Luna at the very start of the war, the Rookie has never known a life without the threat of the Covenant. Leaving the shelter of the Sol system, he eventually joined the UNSC Marine Corps. Soon after, the Rookie volunteered and was accepted for the Orbital Drop Shock Troopers (ODST), despite his initial lack of combat experience.

After completing ODST training, the Rookie served in a Rapid Offensive Picket within the 26th Marine Expeditionary Force (MEF). After the fall of Reach, the Rookie was assigned to the 65th Shock Troops Division for emergency defensive operations near Earth.

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<th>HEIGHT</th>
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<th>RANK</th>
<th>AFFILIATION</th>
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<tr>
<td>LANCE CORPORAL</td>
<td>ODST</td>
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</table>
Rookie

Material Guide (Recommended Use)

- **Main Armor and Equipment**: Molded Plastic, Carbon Fiber
- **Dark Padding Straps and Detailing**: Fabric Straps, Leather
- **Tech Suit**: Leather, Cloth
- **Field Pack and Boot Leather**: Foam, Fiberglass, Polymer
- **Metal Trim**: Foam, Fiberglass, Polymer
- **Camouflage**: Fabric, Leather, Painted Pattern
- **Faceplate**: Glass, Plastic
- **Chrome Buckles, Detailing**: Steel, Polymer
- **Insignia Patches**: Vinyl Decals
- **Yellow Decal**: Fabric Tape
- **Blue Decal**: Fabric Tape
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COLOR GUIDE (RECOMMENDED USE)

**MAIN ARMOR COLOR**
PANTONE 418C, #494C42

**FACEPLATE = “ARCTIC OCEAN”**
PANTONE 430C, #7C87BE

**DARK PADDING STRAPS AND DETAILING = “MIDNIGHT”**
PANTONE 419C, #212322

**CHROME BUCKLES, DETAILING = “GRAY STEEL”**
PANTONE GRAY 3C, #C8C9C7

**BODY SUIT = “BLACK DIVING SUIT; BLACK RUBBER TIRES”**
PANTONE BLACK 7C, #3D3935

**INSIGNIA PATCHES**
PANTONE CG 9C, #888888

**FIELD PACK AND BOOT LEATHER = “DUSTY BLACK ASPHALT”**
PANTONE CG 10C, #636666

**YELLOW DECAL = “WORN YELLOW TAPE”**
PANTONE 147C, #715C2A

**METAL TRIM = “WEATHERED PHOSPHATED METAL”**
PANTONE 417C, #B1827B

**BLUE DECAL = “WORN SKYBLUE TAPE”**
PANTONE 432C, #333F48

**CAMOUFLAGE = “VARIED GRAY AND BLACK”**
PANTONE 416,417,418C, #7E7F74, #B1827B, #494C42

**INSIGNIA PATCHES**
PANTONE CG 1C, #D9D9D6

**TEXT COLOR**
PANTONE P 48-8 C, #D62E2F

**TEXT COLOR**
PANTONE P 48-8 C, #D62E2F
ROOKIE
TURNAROUND
ROOKIE

COMBAT SUIT (TURNAROUND)

- Texture not available
ROOKIE

COMBAT SUIT [BACK]

- Texture not available
ROOKIE

COMBAT SUIT (LEGS)
ROOKIE

COMBAT SUIT (INNER-THIGH)
ROOKIE
HELMET (BACK)
The Rookie’s ODST-issue helmet provides ballistic and energy protection, houses a communications link to the UNSC battle network, and includes a heads-up display.

**COMBAT HELMET**
The Rookie’s ODST-issue helmet provides ballistic and energy protection, houses a communications link to the UNSC battle network, and includes a heads-up display.

**KEEP IT COOL**
The helmet’s air conditioning system provides some measure of comfort even if not connected to a full life support system. And the faceplate won’t fog up!

**SEALED**
ODST helmets are sealed at the neck and have excellent air filtration systems. Adapters are provided for connecting to any UNSC life support pack.

**WHITE STRIPE**
The Rookie's helmet featured a white stripe, a marking he carried from his old unit.

**FACEPLATE**
The helmet faceplate can be shifted from a polarized (translucent) and unpolarized (transparent) state.

**BUILT TO LAST**
ODST helmets are built with the most exacting shock-dampening design features available. The trooper’s body may suffer in a combat drop, but their heads will remain in one piece.
HELMET (CONT.)

ROOKIE

Systems pack for comm gear and environmental controls.

PANTONE 418C

Cheekguards and air intakes.

PANTONE 418C

Painted ballistic mesh.

PANTONE 418C

The faceplate "liner" is a darker material than the rest of the helmet.

PANTONE 419C

Opaque glass-like faceplate in polarized state.

PANTONE 430C

White stripe.

PANTONE GRAY 3C
ROOKIE
PLATE CARRIER
PLATE CARRIER (CONT.)

ARMSM OR PLATING
The protective armor sections are constructed of metallic laminate plates. The plates are detachable and field-replaceable. The Rookie’s breastplate was a late-war style.

EDGE DAMAGE
ODSTs keep their equipment well-maintained, but do not care much for making sure it is ready for parade inspection. Dings, scratches, and even old blast marks are badges of honor for experienced Marines.

CORE PACK
The central system (“belly”) pack for the ODST contains a mesh network communications node, wearable computer core, battery pack, and a basic automedic. These systems are all wrapped in a ruggedized plastic shell.

CALLSIGN
Marines often use the space at the top of the armor for placing their callsign or nickname. Their rank insignia may also be displayed. This is either a decal or a patch that can be swapped out.

UNSC EMBLEMS
The UNSC wordmark is generally placed somewhere visible on the central breastplate, while the UNSC eagle is on the left breast.

UP-ARMOR PLATES
Mesh and faux leather pouches on either side of the core pack can hold smaller armored plates of varying grades.
ROOKIE

PLATE CARRIER (CONT.)

Metal waist clips with plastic coating or anti-corrosion black paint.

Plastic composite housing.

Metallic base layer with camouflage paint application. Heavy wear with scuffs and burn marks.

Metallic base layer with camouflage paint application. Has suffered less wear and tear.

The UNSC eagle is almost universal, but the wordmark and callsign are optional.

A dark, leather-like flexible material.

Metallic base layer with camouflage paint application.
FIELD PACK

ROOKIE

28
ROOKIE

FIELD PACK (CONT.)
ROOKIE

FIELD PACK (CONT.)
The Rookie's hardcase field pack contains ammunition, medical supplies, and some ration packs.

In addition to holding gear, the pack itself is an additional layer of protection for the Rookie's back.

The pack is directly attached to the Rookie's body armor.
Side container access. The Rookie stored snacks salvaged from otherwise unpalatable meal packs here.

Lower pack piece. The Rookie found this location to be useful for storing some small personal items.

Waist straps for weight transfer. The Rookie liked a snug fit, to avoid unnecessary noise.

Straps and buckles. Experienced Marines will tape loose ends to avoid clutter.

Shoulder connectors for additional stability and weight transfer.

A light stripe. ODST personnel “acquired” gear from many sources, so unit markings are not consistent between Marines.

Lower pack piece. The Rookie found this location to be useful for storing some small personal items.
ROOKIE

SHOULDERS
ROOKIE

SHOULDERS (CONT.)
The shoulder armor upper plate is made of a metal matrix composite plate screwed into a lighter ballistic fiber inner layer.

The upper and lower plates of the shoulder armor are connected by a hinge to allow for flexibility.

The lower plate can be quickly attached and detached, either to repair battle damage or to free up the Rookie’s range of arm motion.
Where the paint has worn away you can see the underlying metal. Same applies to the attachment screws.

The lower armor plate is a different shade.

The hinge shares common paint elements from both the top and bottom armor plates.

The lower plate can suffer just as much wear as the other sections of armor.

The Rookie’s shoulder armor is painted in a dark, urban camo scheme.

The medical patch is detailed on p. 69.
The ODST vambraces protect the Rookie’s most powerful offensive assets: his shooting arms and fists of fury.

The armor covers the elbow and lower arms. Though they provided some protection from plasma, they were more useful against Insurrection bullets.

The Rookie wore fingerless shooting gloves. His mission was not expected to be in a vacuum or hazardous environment, so full gloves were not needed.
Forearm guards.

PANTONE 416C, 417C, 418C

Forearm guards. Also handy for close combat.

PANTONE 416C

The palm is textured for better grip on the Rookie’s weapon.

PANTONE 419C

Field-replaceable armor section.

PANTONE 416C, 417C, 418C

Flexible shooting glove. Secondary use for slapping Sangheili was untested.

PANTONE 418C

Vent-like armored structure.
The combat armor includes kneepads. Very useful on glassed worlds.

ODST greaves provide excellent protection against ballistic attacks, and provide a small measure of defense against plasma.

Steel-toe combat boots. Black as the starry night and made for stompin’ on the Covenant.
ROOKIE

BOOTS (CONT.)

See p. 43 for information on the field pouches.

Double elastic straps for holding field pouches.

Beneath the kneepad you can see the flexible underlayer.

Worn and grimy from walking through hellish battlefields.

Ash and dirt.

Worn and grimy from walking through hellish battlefields.
FIELD POUCHES
**Rookie**

**Field Pouches (cont.)**

**Straps**

The pouches and their straps are not directly attached to the shin armor, and can be slipped on and off if needed.

**Buckles**

The game model uses latch-style buckles, but other types can be substituted.

**Pouch Size**

The Rookie used whatever pouches he could salvage or borrow. The leg pouches often got damaged or torn, so needed constant replacement.

**Utility Pouches**

The Rookie has two pouches on his right lower leg. The contents are not critical to his mission.
Dark straps: either rubber or cloth.

All leg pouches share a similar cloth material, in varying shades.

The field pouches have a dark stripe.

All leg pouches share a similar cloth material, in varying shades.

Metal buckle.

Wear and grime.

R O O K I E

F I E L D P O U C H E S  (C O N T.)
The thigh packs are closed with a clasp and are constructed of rigid fabric.

The Rookie uses his thigh packs for extra ammunition and small items, such as restraining cables and candy.

The thigh packs are directly attached to the armor with metal latches.

The Rookie uses his thigh packs for extra ammunition and small items, such as restraining cables and candy.
There are no text markings on the field pouches.

PANTONE 419C
The containers are a dark color to work with most armor camouflage patterns.

PANTONE 419C
There are no text markings on the field pouches.

PANTONE 417C
Metal clasp. The UNSC love these, as it gives something for the troops to polish.

PANTONE 417C
The clasp and two metal eyeholes are metal.

PANTONE BLACK 7C
Wear-and-tear may scuff or stain the pouches.

PANTONE BLACK 7C
The packs contrast slightly with the camouflage pattern of the armor.
The Rookie wore a fairly simple loadout on his belt: six grenades with optional groin, spine, and upper thigh armor.

The base belt is adjustable for comfort, and features numerous attachment points for various optional gear to be attached, including weapons and additional field pouches.

The belt can be worn without the ODST armor, but this is usually only the case in emergencies; it can be donned or doffed in moments.
The rear armor plate provides some protection for the Rookie's lower spine. Useful, as the Rookie seemed to have a knack for carrying his team to victory.

A small cushion is fitted to the Rookie's rear armor plate with two straps. As the Rookie likes to catch a nap whenever possible, this comes in handy.

The rear armor plate provides some protection for the Rookie's lower spine. Useful, as the Rookie seemed to have a knack for carrying his team to victory.
See p. 54 for more information on the blue-banned canisters (smoke grenades).

PANTONE 432C
Painted in the same camouflage pattern as the breastplate.

PANTONE 419C
Dark fabric straps with woven metal connectors.

PANTONE 419C
Painted metal with edge wear from extended use.

PANTONE GRAY 3C
Unpainted metal for the belt latch and adjustable section.

PANTONE 147C
See p. 56 for more information on the yellow-banned canisters (defensive grenades).

PANTONE 418C
Painted in the same camouflage pattern as the breastplate.
ROOKIE
CANISTERS
Rookie

Canisters (cont.)
**ROOKIE**

**BLUE CANISTER**

**CASING**
The canister is constructed of thin metal, with three sections: the lid (top), body (middle), and base (bottom).

**BLUE BAND**
Blue bands indicate training munitions. ODSTs make use of training smoke grenades as they are distinctive on the battlefield and relatively safe to use in confined areas (including aboard ship).

**BODY**
The darker body of the canister is painted to contrast with the classification band. On some canisters the main body is coated with a thin rubberized material for easy grip.

**CANISTER LID**
The canister “lid” is unpainted metal. This section contains the activator switch and fuze mechanisms. The belt attachment connectors are also a part of this section.

**WEAR AND TEAR**
Marine equipment is built to handle a lot of abuse. The canister casing often reflects dings and wear from interstellar transport, as well as exposure to harsh environments.

---

54
A light blue band. The band color denotes the type of grenade.

Light unpainted metal.

Unpainted metal.

Dark metallic or matte finish to contrast with stripe.

Unpainted metal.
The canister is constructed of thin metal, with three sections: the lid (top), body (middle), and base (bottom). The two grenade types on the Rookie’s ensemble look identical except for their colored band.

The darker body of the canister is painted to contrast with the classification band. On some canisters the main body is coated with a thin rubberized material for easy grip.

A yellow band indicates the grenade has a high explosive filler. These grenades are designated as defensive grenades, meaning they are intended to be used from prepared positions.

Marine equipment is built to handle a lot of abuse. The canister casing often reflects dings and wear from interstellar transport, as well as exposure to harsh environments.

The canister “lid” is unpainted metal. This section contains the activator switch and fuze mechanisms. The belt attachment connectors are also a part of this section.
**ROOKIE**

**YELLOW CANISTER (CONT.)**

**PANTONE 419C**
Unpainted metal.

**PANTONE 417C**
Unpainted metal.

**PANTONE 418C**
Light unpainted metal.

**PANTONE 19-8546**
The yellow band. The band color denotes the type of grenade.

**PANTONE 417C**
Dark metallic or matte finish to contrast with stripe.
ROOKIE

M7S/SMG
**Rookie**

**M7S/SMG (Cont.)**

The M7S (Suppressed) features a SS/M 49 sound suppressor attachment, along with an under-slung flashlight. This variant is generally seen with an SLS/V 5B smart-link sight, which allows the operator to utilize both a holographic reflex sight or view the weapon aimpoint on their VISR-compatible heads-up display.

**Type**

SUBMACHINE GUN

<table>
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<th>Manufacturer</th>
<th>Model</th>
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<tr>
<td>MISRIAH ARMORY</td>
<td>M7S</td>
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<tr>
<th>Magazine</th>
<th>Length (Extended)</th>
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<tbody>
<tr>
<td>60 rounds</td>
<td>35.6 in (90.5cm)</td>
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AMMO

5X23MM CASELESS

IN SERVICE

UNSC (2431-)

**Rookie**

**M7S/SMG (Cont.)**

The M7S (Suppressed) features a SS/M 49 sound suppressor attachment, along with an under-slung flashlight. This variant is generally seen with an SLS/V 5B smart-link sight, which allows the operator to utilize both a holographic reflex sight or view the weapon aimpoint on their VISR-compatible heads-up display.

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AMMO

5X23MM CASELESS

IN SERVICE

UNSC (2431-)
ROOKIE

M7S/SMG (CONT.)
ROOKIE

M7S/SMG (CONT.)
The main structure of the weapon has the appearance of stamped metal.

The grips and buttstock have knobbed, rubbery coatings.

The main body of the suppressor "can" is a black, rubber-like material.

Active electronics have a glowing red "on" light.
ROOKIE

M6C/SOCOM PISTOL
The SOCOM version of the M6 comes standard with a custom-designed suppressor, 4x zoom smart-link, and an extended magazine. Beneath the suppressor shroud is a combination laser aiming module and flashflight. The cutlass grip and barrel shape make it difficult to fit in standard holsters, so most users take advantage of mag-clamps on thigh mounts.
M6C/SOCOM PISTOL (CONT.)
ROOKIE

M6C/SOCOM PISTOL (CONT.)
The SOCOM has a metal body and suppressor shroud. Some have a slight satin sheen from anti-corrosion treatments.

The pistol’s grip is a rough plastic.

The laser aiming module and flashlight clipped beneath the suppressor are made of hard plastic.

Power indicators on the attachments have a red glow. This includes the flashlight and laser aiming module.

Text: Model 6C - UNSC Property, MA 2552 (backwards)

Text: Misria Armory - 12.7mm Automatic

Text: 문 7 (Korean for the Number Seven)
The United Nations Space Command (UNSC) “EGB” (short for “Eagle, Globe, and Banner”) logo has been used by the UNSC Marine Corps since its inception. This graphic is used in lieu of Marine-specific insignia for most units during the Covenant War.

The UNSC logo is often stenciled on equipment, and may be simplified in some applications.

**UNSC DECAL (CLASSIC)**

The United Nations Space Command (UNSC) “EGB” (short for “Eagle, Globe, and Banner”) logo has been used by the UNSC Marine Corps since its inception. This graphic is used in lieu of Marine-specific insignia for most units during the Covenant War.

The UNSC logo is often stenciled on equipment, and may be simplified in some applications.

**PRINT/PAINT DECAL**

**TEXT COLOR**

PANTONE COOL GRAY 1 C, #D9D9D6

![UNSC Decal](image-url)
The Orbital Drop Shock Troopers place themselves behind enemy lines and at the forefront of every major engagement, against overwhelming alien opposition. Grievous injuries are expected, so ODST’s place their blood type and medical reference barcode link on their left shoulders, for quick reference by medics. In this case, the Rookie’s is blood type O+, which is the most common. ‘None’ indicates no significant allergies to common medication or battle treatments.

**Print/Paint Decal**

**Font Used**

Handel Gothic D

**Blood Type Patch Inner Color**

Pantone Cool Grey 9C, #98A4AE
Simple and effective, the UNSC wordmark adorns almost every Marine. The service branch has its own logo, but the Marines (and thus the ODSTs) pride themselves on being the senior ground force.
After a “friendly” suggestion by his squadmates, the new guy on Alpha-Nine adopted the callsign “Rookie.” Either in haste or because it was recycled, the Rookie’s nameplate had Private, First Class (PFC) rank insignia instead of Lance Corporal (LCpl). Below this was a barcode used by the ODSTs for quick asset/personnel checks.
At 343 Industries we are passionate about the Halo universe and know you are too. We are always inspired by and proud of the Halo community.

Please share your cosplay work with us on social media!

The purpose of this guide is to inform cosplay fans, and not intended for use of recreating content with the intent to sell.